

CLAIM AMENDMENTS

1-19 (canceled)

20. (new) Gaming equipment for table games in which playing cards are used, in which each card is encoded with an imprint value, said equipment including:

a gaming table with areas for placement of playing cards,

a first card recognition unit for sensing the encoded imprint value of each card as it is drawn face down from a deck of playing cards,

a second card recognition unit, independent of the first card recognition unit, for subsequently sensing the encoded imprint values of the cards after the cards have been drawn from the deck of cards, and

a comparison unit for comparing the imprint values sensed by the first and second card recognition units respectively and providing an indication in the event that the imprint values sensed by the second card recognition unit do not match the imprint values sensed by the first card recognition unit.

21. (new) Gaming equipment according to claim 20, comprising a card shoe for storage of playing cards and for distribution of playing cards drawn face down from card shoe and placed on the gaming table,

22. (new) Gaming equipment according to claim 21, wherein the first card recognition unit is associated with the card shoe, for sensing the encoded imprint value of each playing card as it is drawn from the shoe.

23. (new) Gaming equipment according to claim 21, wherein the card shoe includes an optical electronic sensor for sensing movement of playing cards as they are drawn from the shoe.

24. (new) Gaming equipment according to claim 20, wherein the second card recognition unit is configured for sensing the encoded imprint values of cards face up on the gaming table.

25. (new) Gaming equipment according to claim 20, wherein the second card recognition unit is configured for sensing the encoded imprint values of cards face down on the gaming table.

26. (new) Gaming equipment according to claim 20, wherein the gaming table has multiple player sectors for respective players, the equipment further comprises a player bet control unit and a player game control unit in each player sector.

27. (new) Gaming equipment according to claim 26, wherein each player bet control unit comprises a control panel for entering operating commands pertaining to the player's bets.

28. (new) Gaming equipment according to claim 27, wherein the control panel is a touch sensitive panel.

29. (new) Gaming equipment according to claim 26, wherein each player game control unit comprises a control panel for entering operating commands pertaining to the player's decisions regarding play of the game.

30. (new) Gaming equipment according to claim 29, wherein the control panel is a touch sensitive panel.

31. (new) Gaming equipment according to claim 26, wherein each player game control unit comprises a display panel for displaying information relating to the game run.

32. (new) Gaming equipment according to claim 20, wherein the

gaming table has a dealer sector and the equipment further comprises a credit control unit in the dealer sector.

33. (new) Gaming equipment according to claim 32, wherein the credit control unit comprises a control panel for entering operating commands relating to each player's financial transactions during the play.

34. (new) Gaming equipment according to claim 20, wherein the gaming table has a dealer sector and the equipment further comprises a players' commands visualization unit in the dealer sector.

35. (new) Gaming equipment according to claim 34, wherein the players' commands visualization unit comprises a display panel for displaying player-specific information about the game run to the dealer.

36. (new) Gaming equipment according to claim 20, wherein the comparison unit is included in an electronic data processing system to which at least one of player bet control units, player game control units, a credit control unit, and a players' commands visualization unit is or are connected.

37. (new) Gaming equipment according to claim 20, wherein the cards are encoded with imprint values in human readable form, and the first and second card recognition units sense the human readable encoded imprint values of the cards.